PEAN: 3D Hand Pose Estimation Adversarial Network
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Method

3D hand pose estimation still suffers from the problems of predicting inaccurate or invalid poses which conflict with physical and kinematic constraints. To address these problems, we propose a novel 3D hand pose estimation adversarial network (PEAN) which can implicitly utilize such constraints to regularize the prediction in an adversarial learning framework.

PEAN contains two parts: a 3D hierarchical estimation network (3DHNet) to predict hand pose, which decouples the task into multiple subtasks with a hierarchical structure; a pose discrimination network (PDNet) to judge the reasonableness of the estimated 3D hand pose, which back-propagates the constraints to the estimation network.

During the adversarial learning process, PDNet is expected to distinguish the estimated 3D hand pose and the ground truth, while 3DHNet is expected to estimate more valid pose to confuse PDNet. In this way, PEAN can predict accurate and physically valid hand poses.

The results of ablation study verify the ability of 3DHNet.

Results

The proposed PEAN achieves the state-of-the-art results on three challenging hand pose estimation datasets: NYU, MSRA and ICVL.

Fig. 1. Overall structure of PEAN. PEAN is comprised of two components: a hierarchical hand pose estimation network, named 3DHNet, and a pose discrimination network, named PDNet.

Fig. 2. Network structure of 3DHNet. Based on 3D CNN, the input of 3DHNet is the volumetric form of hand and the output is 3D heatmap of each joint.

Fig. 3. Network structure of PDNet. The input of PDNet is 3D hand pose formed by ground truth or formed by the predicted results of 3DHNet, which will be judged as real or false pose by PDNet.